HUMAN CANNONBALL

GAME PROGRAM™ INSTRUCTIONS

Model CX2627

ATARI ®

Ⓦ A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

Use your Joystick Controllers with this ATARI® Game Program.™ Be sure the Controllers are firmly plugged into the LEFT and RIGHT CONTROLLER jacks at the rear of your ATARI Video Computer System.™ Hold the Controller with the red button to your upper left toward the television screen.
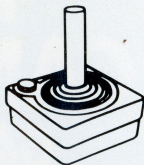
Use a Joystick plugged into the LEFT CONTROLLER jack for one player games. See Section 3 of your Owner's Manual for further details.

Note: Always turn the console power switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

HOW TO PLAY

Careful now, the Human Cannonball is counting on you to make your calculations accurately. Otherwise he'll end up flat as a pancake and you'll end up with **0** points or a miss to show for it!

The objective of this game is to shoot the man out of the cannon and into the water tower. To accomplish this, you must consider the following variables:

- The angle of the cannon (establishes the line or arc of trajectory the man follows after being shot from the cannon).

- The speed (MPH) at which the man travels after being shot from the cannon.

- The distance between the cannon and the water tower.

These variables are set by you and/or the computer, depending on the game you're playing. In some games, the cannon position remains fixed throughout the game. There are 8 game variations in all. Each game variation contains a one- and a two-player version. (See Game Matrix on back cover.)

Console Controls

To select a game depress the **game select** switch. The game number appears in the upper left corner of the screen. A **1** is displayed in the upper right corner of the screen for a one-player game. A **2** is displayed (upper right corner) for a two-player game.

To begin a game depress the **game reset** switch.

GAME NUMBER

NUMBER OF PLAYERS

ANGLE OF CANNON

MOVING WINDOW

WATER TOWER
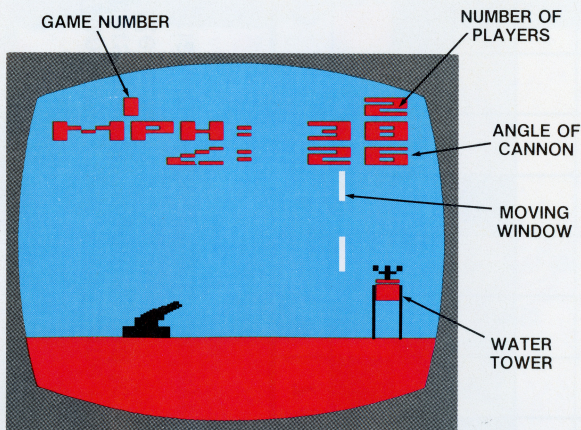
USING THE CONTROLLERS

Use your Joystick Controller to adjust and set the game variables. Press the red button on your Controller to shoot the man out of the cannon.
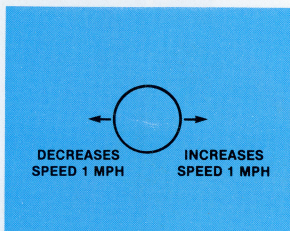
In games where the cannon angle can be adjusted, the Joystick works as follows:

INCREASES ANGLE 10°

INCREASES ANGLE 1°

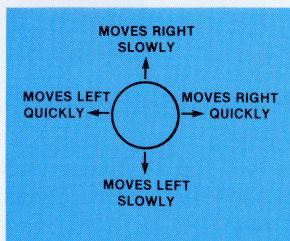DECREASES ANGLE 10°

DECREASES ANGLE 1°
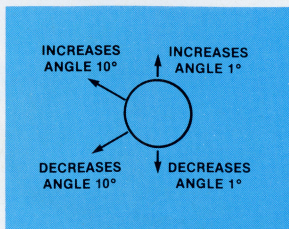
The minimum cannon angle for all games is **20** degrees. The maximum angle is **80** degrees. The cannon angle is shown near the top, middle of the screen. (Example: ▬═ = 26.) The cannon itself only approximately shows the angle.

In games where the speed (MPH) can be adjusted, the Joystick works as follows:

The maximum speed for all games is **45** MPH. It is possible, (but not practical for scoring) to adjust the speed down to **0** MPH. The speed is displayed near the top of the screen, just above the cannon angle. (Example: MPH = 38)

DECREASES SPEED 1 MPH   INCREASES SPEED 1 MPH

In games where the cannon's position can be adjusted, the Joystick works as follows:

MOVES RIGHT SLOWLY

MOVES LEFT QUICKLY   MOVES RIGHT QUICKLY

MOVES LEFT SLOWLY

In Games 1, 2, 3, and 4 the water tower can be moved back and forth **after** the man is shot from the cannon. In these games, the Joystick works as follows:

TOWER MOVES LEFT   TOWER MOVES RIGHT
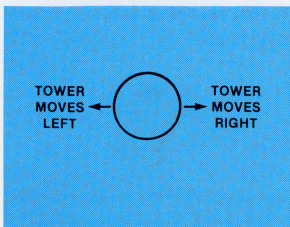
Games 5, 6, 7, and 8 have a moving "window" which is positioned in front of the water tower on the screen. Time your shot so that the man travels through the window en route to the water tower.

The water tower cannot be moved in Games 5, 6, 7, and 8.

SCORING

In one-player games, you score one point for each successful shot. The computer records one point against you for each miss. Your score is shown at the top, left side of the screen. The number of misses is displayed at the top, right side of the screen.

NUMBER OF HITS
LEFT PLAYER'S SCORE
NUMBER OF MISSES
RIGHT PLAYER'S SCORE
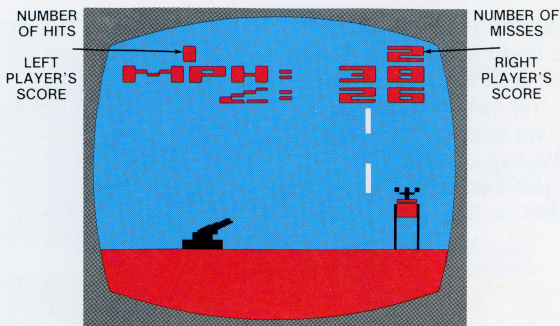
The game ends after seven successful "shots" or seven misses.

In two-player games, each player scores one point for a successful "shot". Misses have no effect on scoring. The first player to score seven points is the winner.

Note: After a player scores **7** points, the second player gets one more turn before the game ends.

The left player's score is shown at the top, left side of the screen; the right player's score is shown at the top right side of the screen.
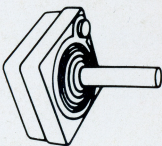
HANDICAP (Difficulty Switch)

It is easier for the beginning player to start with the difficulty switch in the **b** position. In the **b** position, the water tower is twice as wide as it is when the switch is in the **a** position.

Use the **left difficulty** switch for one-player games.

HUMAN CANNONBALL

Use your Joystick Controllers with this Game Program.™ Be sure the controllers are firmly connected to your Video Computer System.™

Note: Each game variation contains a one-player and a two-player version.

	1	2	3	4	5	6	7	8
Game Number								
Cannon Position	Fixed	Fixed	Random	Random	Fixed	Fixed	Random	Random
Speed (MPH)	Random	Random	Player	Random	Player	Random	Random	Random
Cannon Angle	Player	Player	Player	Random	Player	Player	Player	Random
Movable Tower	Chosen	Chosen	Player	Random			Player	Player
Moving Window					Player	Player	Player	Player

■ Chosen at Random by Computer

■ Fixed

■ Chosen by Player